

FINAL FANTASY IV
THE AFTER YEARS

FINAL FANTASY IV

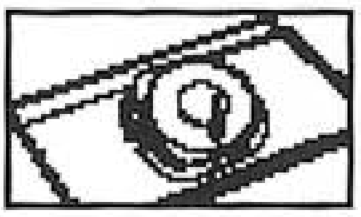
FINAL FANTASY IV

The Complete Collection

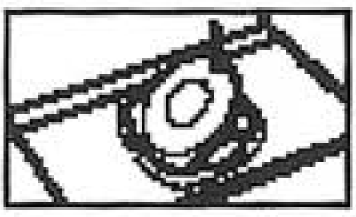
FINAL FANTASY IV and THE AFTER YEARS

PRECAUTIONS

This disc contains software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

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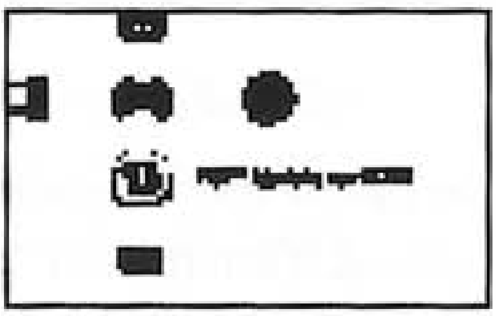
SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.





By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP™Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP™ system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: **eu.playstation.com**

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

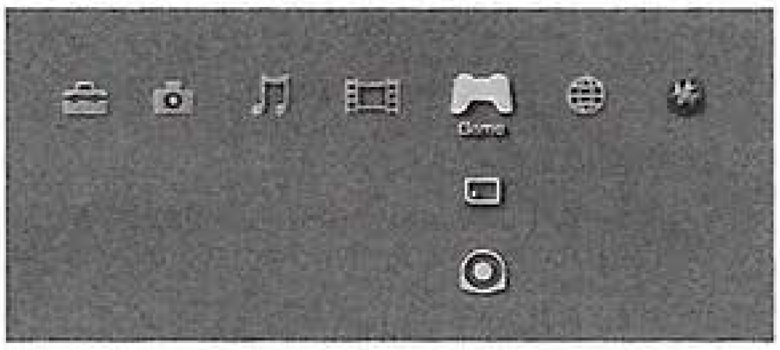
PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The XMB™ Menu will be displayed. Open the disc cover and insert the **FINAL FANTASY® IV: The Complete Collection** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the icon from the XMB™ Menu and then select the icon. An image of the software will be displayed. Select the image and press the ⊗ button to commence loading.



XMB™ Menu

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. Some screenshots might have been taken from pre-completion screens that differ slightly from the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

This title uses an autosave feature. Please do not turn off the system when the Memory Stick™ access indicator is flashing. Game progress will not be autosaved.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Game Sharing

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

Wireless Compatible

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Contents

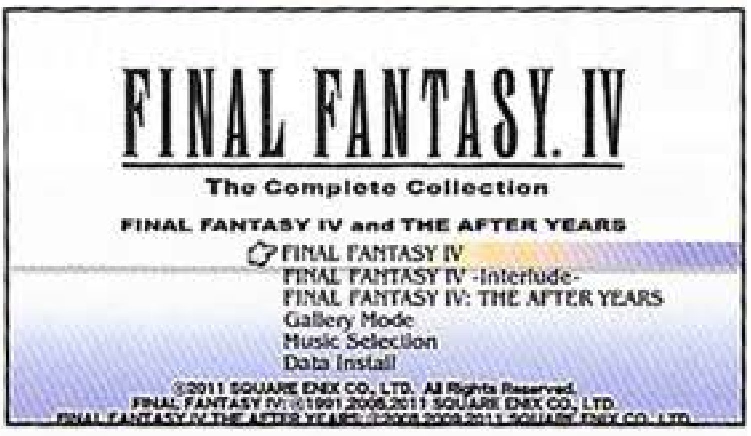
**To learn how to save your game, turn to P. 5*

GETTING STARTED

This game is a compilation of both FINAL FANTASY® IV and FINAL FANTASY IV: THE AFTER YEARS®.

Title Screen

When you first load the game, the title screen will be displayed. Press any button, then select from one of six menu options.



FINAL FANTASY IV P. 30 ~ 37

Select this option to play the original FINAL FANTASY IV.
This game tells the story of the Dark Knight Cecil as he and his companions unravel the mystery surrounding the Crystals.





FINAL FANTASY IV –Interlude–

Selecting the FINAL FANTASY IV –Interlude– will allow you to explore an additional story, which connects FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. The game mechanics are the same as those in FINAL FANTASY IV.

FINAL FANTASY IV: THE AFTER YEARS P. 6 ~ 29

Select this option to play FINAL FANTASY IV: THE AFTER YEARS.
This game tells the story of the world after FINAL FANTASY IV. You can freely choose any character's tale and play through as few or as many of the tales as you'd like in the order you please.





Gallery Mode



Listen to the background music songs and view illustrations and movies from all of the FINAL FANTASY IV games. You can switch between BGM songs using the L button or the R button. You can also stop or start the music at any time by pressing the □ button. Keep checking back on the gallery because your progress in the games will unlock more files!

Music Selection

You can set the background music used in the game either the original compositions used in FINAL FANTASY IV or the newly arranged versions of the original songs.

**You can also change the background music at any time within the game by choosing Select Music from the Settings menu.*

**Even if you choose to use the original soundtrack while playing FINAL FANTASY IV: THE AFTER YEARS, a selection of songs will still play as arranged versions.*

Data Install

You can install part of the game data to your Memory Stick™ in order to decrease game loading time. In order to complete the Data Install, you will need at least 318MB of free space on your Memory Stick™.

**When you wish to play the game using installed data, please turn on the Data Install option in the Settings menu.*

**Even when you are using installed data, you still need the game disc!*

Saving

Save your game progress in the field or at designated save points (→P. 11) in towns and dungeons by selecting Save in the main menu (→P. 19). In order to save your progress, you will need a Memory Stick™ with at least 800KB of free space. Your save data for FINAL FANTASY IV, FINAL FANTASY IV –Interlude–, and FINAL FANTASY IV: THE AFTER YEARS will be saved separately. Different saves require varying amounts of free space.

**You may save up to twenty files for FINAL FANTASY IV, up to five files for FINAL FANTASY IV –Interlude–, and up to forty files for FINAL FANTASY IV: THE AFTER YEARS.*

Game Title	Maximum number of save files	Required free space for saving data
FINAL FANTASY IV	20	576KB
FINAL FANTASY IV –Interlude–	5	288KB
FINAL FANTASY IV: THE AFTER YEARS	40	1472KB

FINAL FANTASY® IV
THE AFTER YEARS®

PROLOGUE

The memory of the past war is fading,
growing as distant the Lunarians and their moon.
Peace has returned to the Blue Planet
and the people rebuild their lives,
but a new threat is drawing near.
Monsters maraud across the land.
The Crystals silently shed their light.
And in the sky, a new moon looms ominously...

Ceodore, the crown prince of Baron,
defies his mother's wishes
and joins the illustrious Red Wings
to prove his prowess as a knight.
But when the Red Wings are destroyed by an enemy ambush,
Ceodore alone must set out to save all he loves
with only the aid of a hooded stranger...

CHARACTERS

Ceodore

–Prince–

Prince of the kingdom of Baron, he is the son of King Cecil and Queen Rosa, who once fought to save the world. The castle court has great expectations of him, but he has doubts about his own abilities.



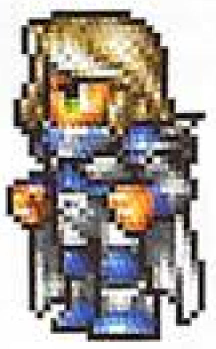


Special Techniques

- **White Magic** Cast restorative white magic
- **Awaken** Unleash Lunarian power for a temporary status boost

Cecil

–Paladin–



A paladin of Lunarian ancestry. Ascending to the throne of Baron has done nothing to change the love he has for his people, and both the military and his citizens trust him deeply.



Special Techniques

- **Cover** Take damage in place of a dying ally
- **White Magic** Cast restorative white magic

Rosa

–White Mage–

The white mage who serves as Baron's queen and a steadfast, loving support for Cecil. She worries for Ceodore as he enters an emotionally turbulent period of his life.





Special Techniques

- **White Magic** Cast restorative white magic
- **Blessing** Bless all allies to restore their HP and MP
- **Aim** Focus for a 100% hit rate for bow attacks

Hooded Man

–???–

A wandering swordsman of whom little is known. He saves Ceodore from a monster attack and travels together with the boy thereafter. He says his only purpose is to defeat a certain dragoon from Baron.





Special Techniques

- None

Cid

–Engineer–



The kingdom of Baron's airship engineer. Though his beard may now be white, he refuses to retire and continues to demonstrate his prowess on the job. He is well-acquainted with Cecil and the others and is somewhat of a surrogate grandfather to Ceodore.



Special Techniques

- **Analyze** Uncover the enemy's HP and weak points
- **Risk Strike** A risky attack that causes massive damage if it hits

Kain

–Dragoon–

A former dragoon of Baron. He secluded himself atop Mount Ordeals in order to overcome the weakness he saw in his own heart. His whereabouts have since been unknown.





Special Techniques

- **Jump** Jump high into the sky and smash down upon the enemy for massive damage

BASIC CONTROLS

The following pages will introduce the buttons on your PSP™ (PlayStation®Portable) and their functions in FINAL FANTASY IV: THE AFTER YEARS.

L button + R button

- Flee during battle

L button

- Display how much EXP you need to level up (in main menu)
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

R button

- Display current moon phase (in main menu)
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

△ button

- Display main menu
- Change battle order

○ button

- Cancel



× button

- Confirm
- Talk
- Examine
- Get on/off vehicle
- Move through dialogue
- Dash (in towns and dungeons)

Analog stick

- Move cursor
- Move character
- Move through dialogue

□ button

- Open the Band list

START button

- Pause battle

Directional buttons

- Move cursor
- Move character
- Move through dialogue

SELECT button

- Use Tent (in the field)
- Auto-battle

Blue functions can only be used in the field, while red functions can only be used during battle. Other functions can be used in a variety of situations, such as from the menu or when selecting commands.

**By visiting Settings →Button configuration in the main menu (→P. 21), you can change which buttons you would like to use as the confirm button, the menu button, and the dash button. The description in this manual covers the default settings.*

**Pressing L button + R button + START button + SELECT button simultaneously will perform a soft reset and return you to the title screen. (You will lose any unsaved data so use this option with caution!)*

TITLE MENU

When you select FINAL FANTASY IV: THE AFTER YEARS from the title screen, the FINAL FANTASY IV: THE AFTER YEARS title menu will be displayed.

New Game

Start a new game from the beginning of Ceodore's tale. Select this option when it is your first time playing the game.

Select a story

Play through the many different stories to weave together the complete tale of FINAL FANTASY IV: THE AFTER YEARS.
Select the story you wish to play. At first you will only be able to select Ceodore's Tale, but the more stories you clear, the more you will find available to you.



STORIES

Stories marked "NEW" have recently been unlocked for you to play through.
A ★ will be displayed beside stories which you have cleared once.

STORY INTRO

Load Game

If you have data saved from previous gameplay, you can continue your previous game.
Select the game you wish to resume.



Bestiary

In the bestiary, you can view all of the monsters you have previously defeated. Select a category and decide in what order you wish the monsters to be displayed, then choose the monster you wish to view. Pressing the □ button will allow you to switch between which information you see.



COMPLETING YOUR TALE

Your time in the game will mainly be split between three different screens: the field screen, the main menu, and the battle screen. Learn a little more about each below.

The Field Screen P.12 ~ 14

The majority of your adventure will be spent in the field as you explore the kingdom of Baron and beyond.

FIELD MAP



Here you can explore the world freely, whether on foot or on one of the vehicles you may acquire.

TOWNS AND DUNGEONS



Gather information and supplies in towns, and explore dungeons for treasure and adventure.

The Main Menu P.15 ~ 21

The main menu can be displayed in the field by pressing the △ button. From here, you can use items or magic, check up on your characters' stats, and more.



The Battle Screen P.22 ~ 29

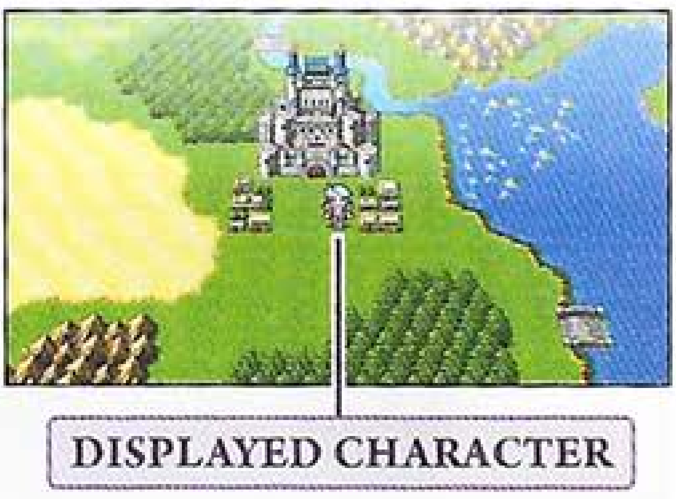
If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!



IN THE FIELD

The majority of your tale will take place in the field as you visit various locations, wandering about on the field map or perhaps exploring a town or dungeon.

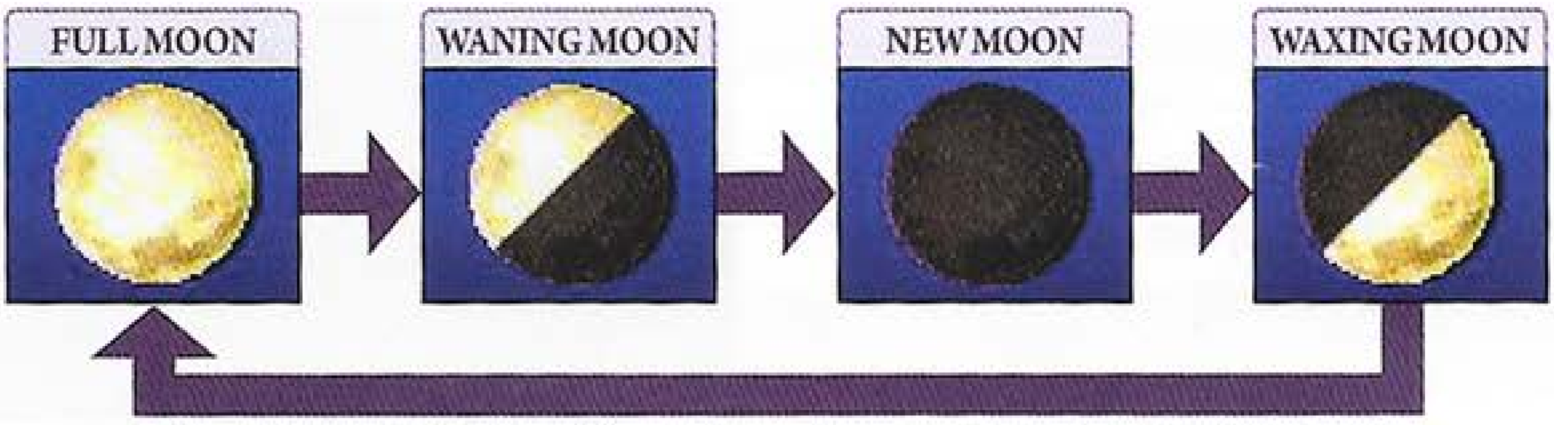
The Field Screen



Use either the directional buttons or the analog stick to move on the field screen. If you hold down the ⊗ button while you move in towns and dungeons, you can dash about more quickly.
Also, when you have two or more people in your party, you can change which character is displayed on screen by using either the L button or the R button.

Phases of the moon

The moon's phase will change after every thirty minutes of play time, or after you stay overnight in an inn or use a Tent or Cottage. There are four distinct moon phases and each will have different effects on the commands that you can use during battle (→P. 24).



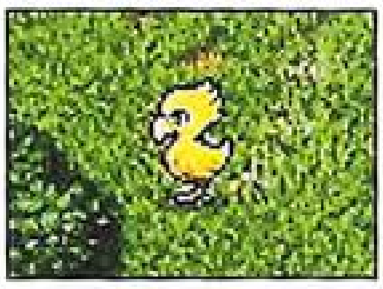
About modes of transport

As you progress through your tale, you will find a couple of different ways to move around in the field. Below are a few examples of the modes of transport you can use. Press the ⊗ button when you draw near to a mode of transport to use it. Press the ⊗ button to get off again.



AIRSHIPS

Airships allow you to fly freely through the air. You can take off and land in grassy fields.



CHOCOBOS

You can also talk to a chocobo in one of the many Chocobo Forests and hitch a ride! You'll be able to traverse land and rivers twice as fast as you can on foot.

**Be careful! Your chocobo will leave you and find its own way home as soon as you get off.*

Talk/Examine

Approach a person and press the ⊗ button to strike up a conversation. You can also use the same ⊗ button to investigate curious locations or check out treasure chests.





Save Points

You will find save points, like the one pictured to the right, in towns and dungeons. Stand on top of the save point and select Save from the main menu (→P. 21) to save your current progress or use items like Tents and Cottages to rest your party.

**You may find that save points take on a different appearance in different locations.*



SAVE POINT

INN Inns

You can stay at an inn to restore your HP and MP, but be prepared to pay for it in gil! Resting at an inn will also heal all status effects (→P. 29).



Weaponsmiths/ Armorers/ Sundries

There are three main types of shops and they each deal in different merchandise. When you feel like a spot of shopping, strike up a conversation with the shopkeeper and select Buy or Sell.



Buying Items

Select the item you wish to buy (or sell) from the shopkeeper's list. Then use the directional buttons or the analog stick to specify the number of items you'd like to buy or sell. Pressing up or down will change the number in multiples of ten, while pressing right or left will increase or decrease the number in more leisurely single digits.

**The illustration here shows an example of buying a weapon at a Weaponsmith's shop.*



ITEM LIST

Here you can see a list of all available items and their prices.

CHANGES TO YOUR STATS

When selecting items, characters who can equip those items will move and react. When the new equipment would improve their stats, you will see [up icon], but when it would lower their stats, you will see [down icon]. Finally, if the equipment would not affect their stats at all, you will see [= icon] displayed.

ITEM DESCRIPTION

YOUR CURRENT FUNDS

NUMBER CARRIED/EQUIPPED

Items that are currently equipped will not be included in the total number that you are carrying.

MAIN MENU

Pressing the △ button while in the field will open the main menu. From this menu, you can prepare for your adventures in any number of ways, such as using items or checking the status of your characters.

Main Menu Screen

From the main menu screen, you can choose from ten submenus. You can also see the status of your characters and the details of your game.



MENU (P. 16 ~ 21)

CURRENT LOCATION

TOTAL PLAY TIME

CURRENT FUNDS

CHARACTER INFORMATION

Character Information

Here you can change the order of your party members and check up on their abilities. Pressing the L button will also allow you to see how much EXP your characters need to get to the next level, instead of their current HP and MP.

CHARACTER ARTWORK

Characters in the front row will be displayed to the left, while characters in the back row will be displayed to the right (→P. 20).



NAME AND JOB TITLE

CURRENT HP/MAX HP

STATUS ICONS

When you have been afflicted with a status effect (→P. 29), its icon will be displayed here.

LEVEL (LV)

CURRENT MP/MAX MP

Moon Phase

Pressing the R button will display the current moon phase and its effects, instead of your current location and total play time.



THE MOON PHASES AND THEIR EFFECTS

Battle commands that will be aided by the current moon phase will show [up icon], while those that are impaired will show [down icon].

Attack   White Magic   Black Magic

Other Abilities (excluding white and black magic)

Items

From here you can view a list of all the items you are currently carrying, as well as choose to use or discard any of them. Pressing the ○ button will also move your cursor from the item list to the item menu. (Otherwise the default position for your cursor will be on the Use command.)



ITEM MENU

ITEM LIST

These are the items you are carrying. Items which can be used from the menu will appear in white.

ITEM DESCRIPTION

Using Items

Select an item which is displayed in white and press the ✕ button twice to use the item. Depending on the item, you may need to choose who you will use it on. You can also select two different items in succession to switch their places in the list.



Organizing Items

Selecting Organize from the item menu will re-organize your items in the following order: Items (usable from the menu/not usable from the menu) → Weapons → Armor.



Discarding Items

Select Discard from the item menu to discard unwanted items. Choose the item you want to be rid of and press the ✕ button twice.



Magic

You can check which spells your characters have learned and also use some spells from the menu. Your characters will learn new spells both by leveling up and by progressing through the story.

MAGIC TYPE

The types of magic that can be learned will depend on the inherent skills of each character.

CHARACTER INFORMATION

Switch between characters by using either the L button or the R button.



MP USE

This is how much MP would be expended if you used the spell you have selected. The required MP will differ for each spell.

MAGIC LIST

This is a list of the spells your character has learned. Spells which can be used from the menu will appear in white.

SPELL DESCRIPTION

Using Magic

Select the type of magic you'd like to use, then pick one of the spells which is displayed in white. Pressing the ⊗ button twice will cast the spell. Depending on the spell, you may also need to choose who you will cast it on. If you wish to use a spell on all of your allies, press right or left with the directional buttons or by moving the analog stick, or press either the L button or the R button. You can also select two different spells in succession to switch their places in the list.



Band

From here you can read the descriptions of your Band moves (→P. 27) and see the Band members required for each move. You can also select two different Band moves in succession to switch their places in the list.



CHARACTER INFORMATION

Press either the L button or the R button to switch between characters.

BAND LIST

This is a list of the Band move your character has learned.

MP USE

This is how much MP would be expended if you used the Band move you have selected. (The expended MP applies to all of the members of the Band.)

BAND DESCRIPTION

BAND MEMBERS

These are the characters who form the Band you selected.

Equipment

From here you can equip different weapons and armor, as well as check what items your characters currently have equipped. First select a character, then select Equipment.

CURRENTLY EQUIPPED ITEMS

The items you can equip may change based on their position.

EQUIP MENU

CHARACTER AND THEIR DOMINANT HAND

Press either the L button or the R button to switch between characters.

CHARACTER STATS



Changing Equipment

Using Equip you can change which weapons and armor your characters have equipped. Select the equipment slot you would like to change, then choose the weapon or armor you would like to equip from the list. To remove a particular weapon or piece of armor from a character, select Remove.

EQUIPMENT CHANGES AND THEIR EFFECTS

Here you can see how equipping the selected equipment would affect your character's stats. If a stat would be improved, you will see . If the stat would be decreased, you will see . If the stat is not affected, you will see .



EQUIPMENT DESCRIPTION

EQUIPMENT LIST

Optimizing Equipment

Selecting Optimize from the Equip menu will find the weapons and armor which will best improve your character's stats and automatically equip them.

Dominant hands

Most characters will favor either their right or left hand, and they will usually only be able to use a weapon with their dominant hand.

Status

From here you can check your characters' stats, equipment, and abilities. First select a character, then select Status.

CHARACTER'S DOMINANT HAND

Press either the L button or the R button to switch between characters.

STATUS MENU



CHARACTER'S BATTLE STATS

CHARACTER'S BASIC STATS

◆ Understanding basic stats

Lv	This is your character's current level. As characters gain more experience, their stats will improve.
HP	Current HP/max HP. HP decreases when a character takes damage from attacks.
MP	Current MP/max MP. MP decreases when a character uses magic or some abilities.
EXP	This is the total EXP your character has gained so far.
For next level	This is how much more EXP your character needs to level up.

◆ Understanding battle stats

Strength	Affects the effectiveness of physical attacks.
Speed	Affects how quickly characters take action in battle.
Stamina	Affects defense and the damage taken from status effects.
Intellect	Affects the effectiveness of black magic and summoning.
Spirit	Affects the effectiveness of white magic.
Attack	Affects both the number of physical attacks that will land and the power of each hit.
Accuracy	Affects the likelihood an attack will land.
Defense	Affects both the rate of defense (the higher the number, the fewer hits taken from physical attacks) and how much damage each hit will cause.
Evasion	Affects the likelihood of evading an attack.
Magic Defense	Affects both the rate of magic defense (the higher the number, the fewer hits taken from magic attacks) and how much damage each hit will cause.
Magic Evasion	Affects the likelihood of evading a magic attack.

Checking Equipment

Selecting Equipment from the status menu will allow you to check the equipment your character currently has equipped.

Checking Abilities

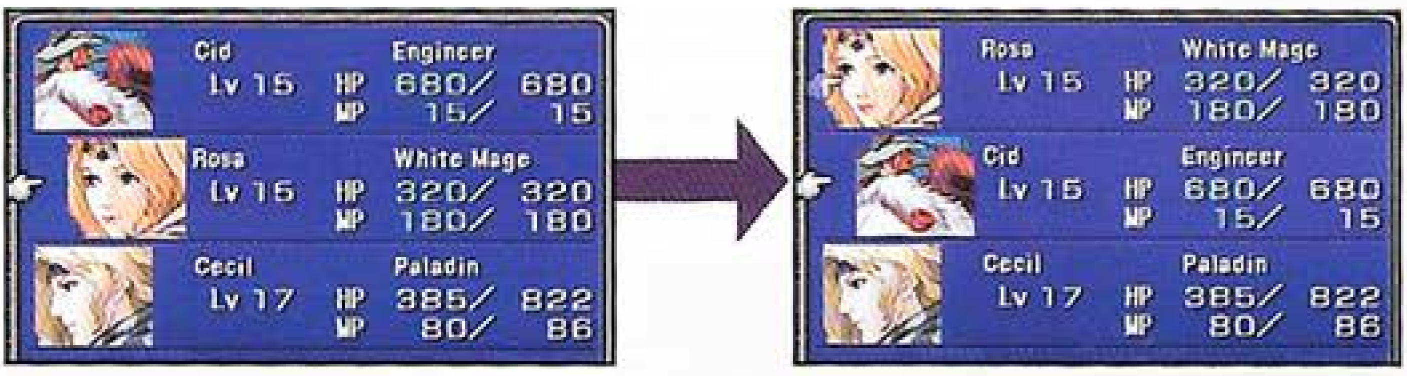
Selecting Ability from the status menu will allow you to check your character's current abilities. Abilities can be used in battle by choosing them from the list of battle commands (→P. 25).

**Some abilities may automatically take effect without needing to be selected or used.*



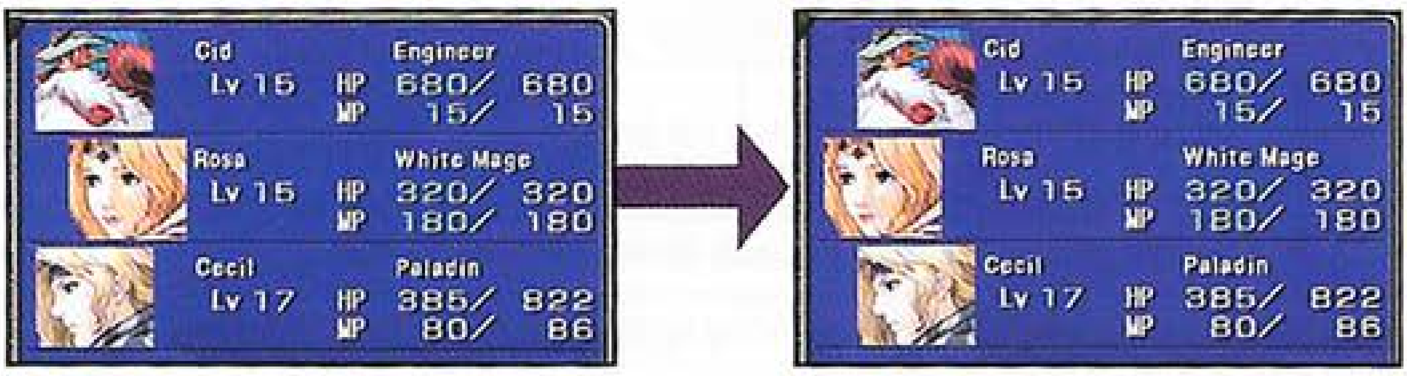
Order

From here you can change the order of your characters. First select the character whose position you want to change, then select the character you would like switch them with or the position you would like to move them to.



Row

Switch characters between the front and back rows.



Front row versus back row

Characters in the front row take more damage during battle. On the other hand, characters in the back row will take less damage but their physical attack power and accuracy will both drop (though some weapon types will not be affected by this).

Settings

From here you can change the system settings. When you are finished deciding your settings, press the ◎ button to return to the previous screen.

Battle Mode	Decide how you would like time to flow during battle. Set Battle Mode to Wait to halt time while you are choosing an action to take during battle, or set it to Active to allow time to keep flowing.
Battle Speed	Decide how quickly time will flow during battle (6 speeds).
Battle Messages	Decide how quickly messages will be displayed during battle (6 speeds).
Dash	Turning on Dash will allow you to dash through towns and dungeons without pressing the ⊗ button.
Cursor	Choose Keep to keep the cursor on the last item you selected when viewing item or magic lists in the main menu, or choose to have the cursor return to its default position with Default.
Character Art	Turning on Character Art will cause your characters' portraits to be displayed along with the ATB gauge during battle and in conversation windows.
Music Selection	Set the background music to either the original or arranged versions of the songs (→P. 5).
ATB Gauge	Choose between displaying the ATB gauge or not displaying it during battle.
Data Install	Turning on Data Install will allow you to use the data you installed using the Data Install feature (P. 5).
Window Design	Change the window design. Adjust the RGB balance and transparency or set a different pattern or wallpaper to personalize your in-game experience.
Button Configuration	Choose which buttons you'd like to use as the confirm button, the menu button, and the dash button.
Language	Freely choose the language you would like the game to use.

Bestiary

In the bestiary, you can view all of the monsters you have previously defeated (→P. 10).

Save

From here you can save your progress on a Memory Stick™ (→P. 5). Select which slot you would like to save your data to.



BATTLE

If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!

The Battle Screen

Your enemies will be displayed on the left of the battle screen, while your characters appear on the right.

ENEMY NAMES

ACTION CURRENTLY BEING TAKEN



YOUR CHARACTERS

Characters in the front row will be displayed to the left, while characters in the back row will be displayed to the right.

CHARACTER INFORMATION

From the left, this box displays each characters' current HP/max HP, their current MP, and their ATB gauge.

BATTLE COMMANDS (P. 25 ~ 26)

Battle commands that will be aided by the current moon phase will show , while those that are impaired will show .

How to Fight



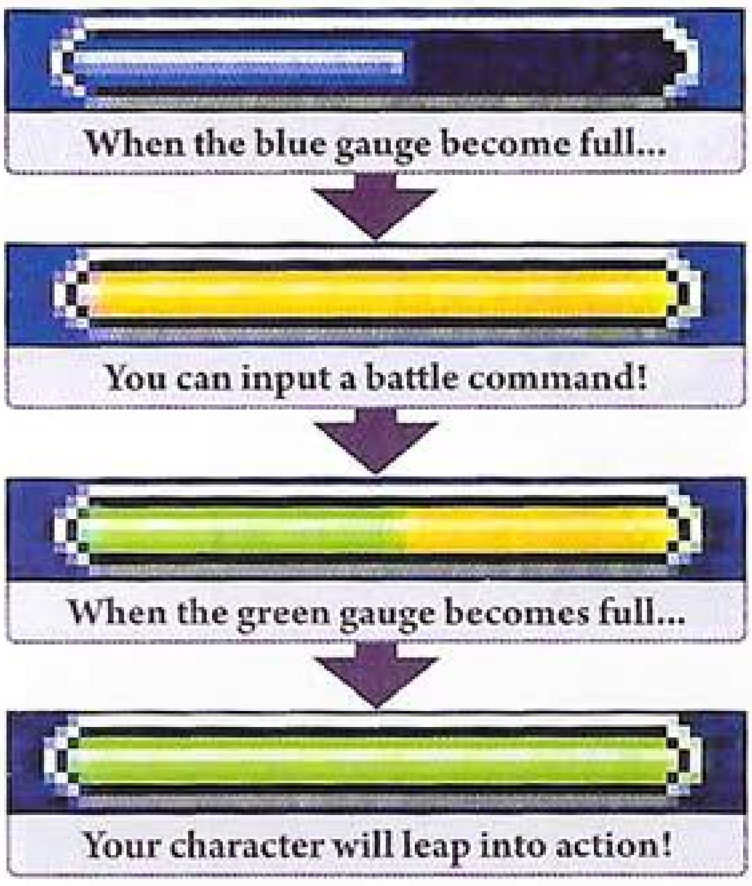
Your characters' ATB gauges will fill during battle, allowing you to select an action for each in the order their turns come due. Select one of the available battle commands to decide what action each character should take. Time doesn't automatically stop while you are selecting a command, so don't dally while the enemy attacks!

**If you want time to halt while you decide on an action to take, set the Battle Mode to Wait in the Settings menu (→P. 21).*

The ATB Gauge

The ATB gauge is used in battle to show how long each character has to wait before their next turn. A blue gauge is still filling and shows that your character's turn hasn't come up yet. When the ATB gauge turns yellow, you are ready to go. Once you have decided on a battle command, the ATB gauge will turn green, showing how long it will take for that action to be performed.

**The ATB gauge may also turn other colors, as a result of different magic or status effects.*



Taking Turns

You may sometimes find that other characters' ATB gauges fill up while you are selecting battle commands. Pressing the △ button will allow you to delay a character's turn and change the order in which characters act.



When monsters attack...

When you are drawn into battle, you may find yourself in one of the following special circumstances.



Preemptive strike	Start battle with full ATB gauges for all of your party members.
Ambushed	Start battle being ambushed by enemy attacks.
Back attack	Start battle being ambushed by enemy attacks. Your characters' positions in the front and back rows will be reversed, and your characters will appear on the left and the enemies on the right.

The Moon Phases and their Effects

You will find that the effectiveness of different battle commands changes based on the current moon phase.
Be sure to consider the current moon phase as you fight!

	Full Moon	Physical attacks become less effective, while black magic becomes more effective.
	Waning Moon	Physical attacks become more effective, while some abilities become less effective (excluding white and black magic).
	New Moon	White magic becomes less effective, while some abilities become more effective (excluding white and black magic).
	Waxing Moon	White magic becomes more effective, while black magic becomes less effective.

WHEN THE MOON IS FULL...



Even if you choose Attack, you won't be able to do as much damage to your foes as usual.

WHEN THE MOON IS WANING...



Choosing Attack will result in even greater damage than it normally does!

Auto-battle

Pressing the SELECT button during battle will turn on auto-battle and speed the battle up by causing your characters to act automatically. If you have set the cursor position to Default in the Settings menu (→ P. 21), then your characters will automatically use the default command Attack. If you have set the cursor position to Keep, then your characters will automatically repeat the last command set to them until the battle is over. If they run out of MP, items, or are otherwise not able to carry out the command, they will default back to physical attacks. To turn off auto-battle, just press the SELECT button once again.



When auto-battle is turned on, you will see this icon on the screen.

Battle Commands

There are several basic battle commands which all characters can use, in addition to the individual abilities that each character has.

** Press the L button or the R button when selecting battle commands to display help messages which will explain what each command does. When you want to remove the help messages, just press the L button or R button once again.*

Attack

Physically attack enemies using the weapons you have equipped. You will need to select a target for your attack.



Abilities

Each character has their own particular abilities they can use, like White Magic or Black Magic. Depending on the ability, you may also need to choose a specific spell or move and a target.





Using magic on multiple targets

Some spells can be used on all of your enemies or allies. When choosing multiple targets, move the analog stick in the direction of those targets or use the corresponding directional button to select all of your enemies or all of your party members.



Items

From here you can choose to use one of the items in your inventory. Choose an item from the item list and then select the target on which you want to use it. From the item list, you can also continue to press the up directional button or move the analog stick up to see which items your character has equipped to each hand. If you'd like to change your equipment, first select the item you currently have equipped and then select the item you would like to replace it with.





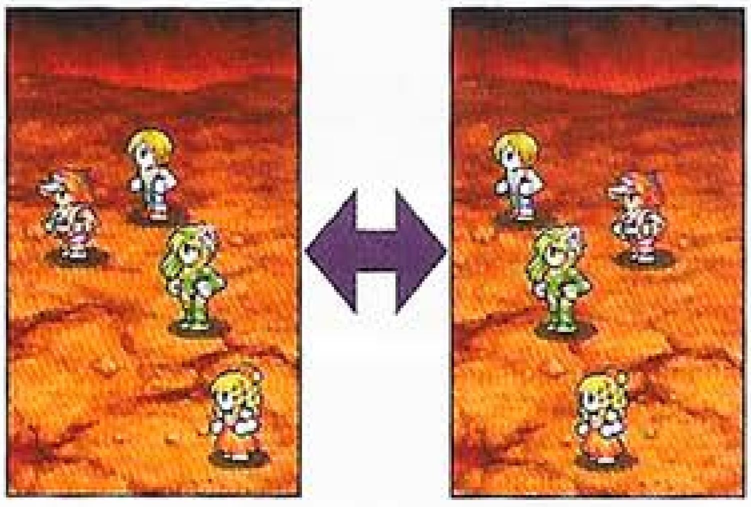
Defend

You will see this command displayed if you press the right directional button or if you move the analog stick to the right while you are selecting a battle command. If you select this command, your character will assume a defensive stance to reduce any damage they take from physical attacks until their next turn.



Swap Rows

You will see this command displayed if you press the right directional button or if you move the analog stick to the right while you are selecting a battle command. If you select this command, you will be able to instantly switch all of your characters positions in the front or back row (→P. 20).



Run away!

Holding down both the L button and the R button will allow you to flee from battle. Your life doesn't come without a price though, and you will lose some gil each time you flee. You will also find that there are some battles in life that you cannot escape from, so always be prepared.



**You can also escape from battles using the white magic spell Teleport or the ninjutsu ability Smoke.*

Band Moves

Band moves are special techniques that can be used by multiple characters pooling together their strengths and acting as one. You will learn some new Band moves through events in the game, but you can also find many more by trying to discover them yourself during battle.

Search for Band Moves

1. Press the right directional button or move the analog stick to the right while you are selecting a battle command to select the Band command.



2. Next select Search for Bands and select another character who should participate in the band and the actions that should be taken to set off the Band.



3. When you have selected all of the characters who will take part in the Band and their battle commands, try pressing the ■ button.



4. If you have input a correct combination of characters and battle commands, a new Band move will be carried out and your characters will learn it for the future. If your selected characters or moves were not correct, the Band move will fail.



Performing Band Moves

Any Band moves that your characters have previously learned can be performed simply by choosing the Band command and then the name of the Band move you want to use. Remember that using Band moves will take MP from all of the characters participating in the Band.



The Battle's End

When you defeat all of your enemies, the battle will end and your characters will be rewarded gil and EXP. When your characters have acquired a certain amount of EXP, they will automatically level up and their stats will improve. Don't forget to press the ⊗ button to move through the messages that will be displayed in the information window.

INFORMATION WINDOW

Check here to see how much gil and EXP you have received.



Receiving Items

When a battle ends, you may sometimes find yourself on the receiving end of one or more items. If you would like to keep all of the items displayed, select Take all. If you wish to keep certain items, select them individually from the list. Once you are done choosing items, select End.



Game Over

If all of your party members are KO'd or petrified, it will be game over for you. You will have to return to the title screen and start again from your previously saved data.

**There may also be certain other circumstances which would result in a game over.*



Status effects

When you take certain attacks from enemies, you may be afflicted by status effects such as those listed below. You had best cure them sooner rather than later using items or magic. Also be aware that some status effects automatically resolve after the battle's end and some do not.

◆ Status effects that will naturally end after battle

Sleep	Puts characters to sleep so that they cannot take any further actions. **Cure with** white magic (Esuna) or items (Alarm Clock).
Paralyze	Renders characters unable to move or take any further actions. **Cure with** white magic (Esuna) or items (Unicorn Horn).
Confuse	Characters cannot be given commands and will attack allies and foes without discrimination. **Cure with** white magic (Esuna) or physically attack those afflicted to knock some sense back into them.
Curse	Halves characters' strength and defenses. **Cure with** white magic (Esuna) or items (Cross).
Gradual Petrify	Characters will be completely turned to stone after a certain amount of time. **Cure with** white magic (Esuna) or item (Gold Needle).

◆ Status effects that do not naturally end after battle

Poison	Characters slowly and continually lose HP both in battle and in the field until cured. **Cure with** white magic (Esuna) or items (Antidote).
Blind	Interferes with characters' eyesight and makes it unlikely their physical attacks will land. **Cure with** white magic (Esuna) or items (Eye Drops).
Silence	Characters become unable to use magic. **Cure with** white magic (Esuna) or items (Echo Herbs).
Pig	Characters become unable to use any spells other than Pig. **Cure with** black magic (Pig), white magic (Esuna), or items (Diet Ration).
Toad	Characters become unable to use any spells other than Toad. **Cure with** black magic (Toad), white magic (Esuna), or items (Maiden's Kiss).
Mini	Lowers characters' strength and defense. **Cure with** white magic (Mini or Esuna) or items (Mallet).
Petrify	Characters are turned to stone and become unable to take any actions. **Cure with** white magic (Esuna) or items (Gold Needle).
Death	Characters' HP are reduced to 0 and they cannot take any further actions. **Cure with** white magic (Raise or Arise) or items (Phoenix Down).

◆ A few more status effects to watch out for...

Status effects that disappear with time: Stop, Sap.
Status effects that do not disappear with time: Slow, Berserk, Doom.

FINAL FANTASY IV

PROLOGUE

One born of a dragon,
bearing darkness and light,
shall rise to the heavens
over the still land.
The moon's light eternal
brings a promise to the planet
with bounty and grace.

CHARACTERS

Cecil *–Dark Knight–*

Cecil serves his nation as the captain of Baron's royal airship fleet, the Red Wings. Under order of the king, he mastered the dark sword and the powers of darkness. Yet his heart remains pure and his sense of justice is untarnished...



Special Techniques

- **Darkness** Sacrifice some of your own HP to damage all enemies

Kain *–Dragoon–*

He is Cecil's greatest rival and dearest friend. As the commander of the dragoon unit, Kain possesses great strength and is the pride of all Baron.



Special Techniques

- **Jump** Jump high into the sky and smash down upon the enemy for massive damage

Rosa *–White Mage–*

Rosa is the most famous beauty in Baron, yet her eyes never stray from Cecil's dark figure. Her mother was also a white mage who once fought alongside and saved the king of Baron. The determination to follow her mother's footsteps leads Rosa down the path of white magic – so that she herself might someday save Cecil.



Special Techniques

- **White Magic** Cast restorative white magic
- **Pray** Pray to restore HP for all allies
- **Aim** Focus for a 100% hit rate for bow attacks

Rydia

–Summoner–

A young girl from the village of Mist, home to all summoners. The blood she has inherited from her summoner mother gives her the innate ability to summon powerful Eidolons, but she also wields the conflicting forces of both white and black magic.





Special Techniques

- **White Magic** Cast restorative white magic (during childhood)
- **Black Magic** Cast destructive black magic
- **Summon** Summon forth an Eidolon

Tellah

–Sage–



A mage amongst mages, Tellah is renowned throughout the world as a true sage. He once wielded the greatest magic in the world with ease, but age has stolen more from him than he would care to admit...



Special Techniques

- **White Magic** Cast restorative white magic
- **Black Magic** Cast destructive black magic
- **Recall** Randomly cast a forgotten spell

Edward

–Bard–

Edward is the prince of Damcyan, the far kingdom that lies among the harsh sands of the desert, but he detests his own status as royalty. Shunning his high birth, this gentle and compassionate young man wanders the lands freely in the guise of a bard.





Special Techniques

- **Bardsong** Ply your allies or enemies with song to cause various status effects
- **Salve** Use a healing item on all allies at the same time
- **Hide** Run from battle and take no further attacks

Palom and Porom

–Black Mage/White Mage–

These twins are mages in training from the land which fosters all magical pursuits: Mysidia. Palom focuses on attacking enemies with powerful black magic, while his sister Porom dedicates herself to the arts of white magic.



Special Techniques

Palom

- **Black Magic** Cast destructive black magic
- **Bluff** Raise your intellect to cast stronger magic

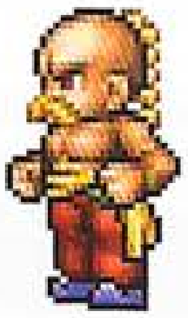
Porom

- **White Magic** Cast restorative white magic
- **Cry** Confuse enemies by pretending to cry

- **Twin Cast** Cast a powerful spell by combining powers

Yang

–Monk–



High monk of the monastic stronghold of Fabul. The rigorous physical training of his order has honed his body, and his own quiet and unwavering spirit guides all of his actions.



Special Techniques

- **Focus** Build power before striking for massive damage
- **Kick** Attack all enemies with a flying kick
- **Brace** Increase defenses to lessen the damage taken from enemy attacks

Edge

–Ninja–

Prince of the island kingdom of Eblana, where ancient secrets of ninjutsu have been handed down for generations. He is unquestionably confident in his own abilities and, while he may seem extreme at times, his sense of justice is second to none.





Special Techniques

- **Ninjutsu** Perform various ninja arts
- **Throw** Throw a weapon to damage an enemy
- **Steal** Steal items from an enemy

BASIC CONTROLS

The following pages will introduce the names of the buttons on your PSP™ (PlayStation®Portable) and their functions in FINAL FANTASY IV.

L button + R button

- Flee during battle

L button

- Display how much EXP you need to level up (in main menu)
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

R button

- Display how much EXP you need to level up (in main menu)
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

△ button

- Display main menu
- Change battle order (when Battle Order is turned on)



○ button

- Cancel

✕ button

- Confirm • Talk
- Examine • Get on/off vehicle
- Move through dialogue
- Dash (in towns and dungeons)

□ button

Analog stick

- Move cursor
- Move character
- Move through dialogue

Directional buttons

- Move cursor
- Move character
- Move through dialogue

START button

- Pause battle

SELECT button

- Use Tent (in the field)
- Auto-battle

Blue functions can only be used in the field, while red functions can only be used during battle. Other functions can be used in a variety of situations, such as from the menu or when selecting commands.

**By visiting Settings →Button configuration in the main menu (→P. 21), you can change which buttons you would like to use as the confirm button, the menu button, and the dash button. The description in this manual covers the default settings.*

**Pressing L button + R button + START button + SELECT button simultaneously will perform a soft reset and return you to the title screen. (You will lose any unsaved data so use this option with caution!)*

TITLE MENU

When you select FINAL FANTASY IV from the title screen, the FINAL FANTASY IV title menu will be displayed.

New Game

Start a new game from the beginning of Cecil's tale. Select this option when it is your first time playing the game.

Load Game

If you have data saved from previous gameplay, you can continue your previous game.
Select the game you wish to resume.



Bestiary

In the bestiary, you can view all of the monsters you have previously defeated. Select a category and decide in what order you wish the monsters to be displayed, then choose the monster you wish to view. Pressing the ▣ button will allow you to switch between which information you see.



PLAYING THE GAME

Gameplay is mostly the same as in FINAL FANTASY IV: THE AFTER YEARS, but there are a few differences you should be aware of before you start.

The Field Screen

The majority of your tale will take place in the field as you visit various locations, wandering about on the field map or perhaps exploring a town or dungeon. Please note that there are no moon phases in FINAL FANTASY IV.

FIELD MAP



TOWNS AND DUNGEONS



Features unique to FINAL FANTASY IV

Changing Names

If you happen to find a character called Namingway and strike up a conversation with him, you will be able to change your characters' names.

Select the character whose name you want to change and assign them a new name of your own choosing. When you are finished making your selections, press the START button.



◆ How to navigate the name change screen

⊗ button	Input letters
◎ button	Delete letters
△ button	Return to default name

Directional buttons/ analog stick	Move cursor
L/R buttons	Switch between inputs (ABC/abc)
START button	Finish editing

Depositing Items

When you find a spot in a Chocobo Forest that smells like chocobo, use a certain item to call forth Fat Chocobo. This lord of chocobos is able to hold onto the items in your inventory for you. Talk to him and choose to either Deposit or Withdraw your items.



Main Menu P.15 ~ 21

Pressing the ⓐ button while in the field will open the main menu. From this menu, you can prepare for your adventures in any number of ways, such as using items or checking the status of your characters. In FINAL FANTASY IV, neither the Band menu nor the moon phase information are present.



Battle P.22 ~ 29

If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!



◆Battles in FINAL FANTASY IV

- Remember that there are no moon phases in FINAL FANTASY IV, so you needn't worry about their effects on your battle commands.
- There are also no band moves in FINAL FANTASY IV.
- Characters placed in the back row will only experience a decrease in accuracy (not a decrease in attack power).
- Bows and arrows can be equipped to either hand, but if you equip arrows to a character's dominant hand, it will increase their attack power.
- If you turn on the Battle Order option in the Settings menu, you will be able to change the battle order during battle and pass over characters' turns by pressing the ⓐ button.

MAGIC AND ABILITIES

Here is a selection of just some of the magic spells and abilities you will come across in the game. There are different categories of magic and the types each character will be able to use will depend on their inherent skills.

White Magic

Name	Required MP	Effect
Cure	3	Restores a small amount of HP. Also inflicts damage on undead monsters.
Cura	9	Restores more HP than Cure. Also inflicts damage on undead monsters.
Curaga	18	Restores more HP than Cura. Also inflicts damage on undead monsters.
Curaja	40	Restores more HP than Curaga. Also inflicts damage on undead monsters.
Esuna	20	Removes all status effects except KO.
Raise	8	Removes KO status.
Arise	52	Removes KO status and restores full HP.
Blink	8	Create a copy of yourself who will protect you from physical attacks.
Protect	9	Increases your defense against physical attacks.
Shell	10	Increases your defense against magic attacks.
Float	8	Causes targets to levitate and escape any earth damage.
Hold	5	Seals targets in a frozen moment of time.
Silence	6	Silences targets.
Confuse	10	Confuses targets.
Slow	14	Slows targets' movements.
Dispel	12	Dispels most (but not all) magic that may be affecting the target.
Libra	1	Reveals targets' current HP, max HP, and weak points.
Haste	25	Hastens targets' movements.
Berserk	18	Causes targets to go berserk. Affected targets will not listen to commands but their attack power will be increased as they attack mindlessly until the battle ends.
Teleport	10	Warps the party out of a dungeon or a battle.
Mini	6	Miniaturizes targets or restores them to their previous state.
Sight	2	Allows you to see the world map during your travels.
Holy	46	Attack with holy power for great damage.

Black Magic

Name	Required MP	Effect
Fire	5	Damages targets with fire magic.
Fira	15	Creates a whirlpool of flame and damages targets more than Fire.
Firaga	30	The strongest fire spell. Burns targets to a crisp for massive damage.
Blizzard	5	Damages targets with ice magic.
Blizzara	15	Creates a hail of ice crystals and damages targets more than Blizzard.
Blizzaga	30	The strongest ice spell. Stabs targets with gigantic icicles for massive damage.
Thunder	5	Damages targets with lighting magic.
Thundara	15	Creates a powerful shock and damages targets more than Thunder.
Thundaga	30	The strongest lightning magic. Attracts a powerful column of lightning for massive damage.
Tornado	25	Creates a large tornado to deal targets nearly fatal damage.
Quake	30	Calls forth an earthquake for massive damage.
Meteor	99	Affecting gravity itself, calls down a meteorite for massive damage.
Poison	2	Poisons targets.
Bio	20	Makes the bacteria in targets' bodies multiply, causing immediate damage and continuing to sap their HP.
Break	15	Turns targets into solid stone.
Death	35	Immediately KO's targets, regardless of their HP.
Warp	4	Warps the party back to the previous floor in a dungeon.
Toad	7	Transforms targets into toads or restores them to their previous states.
Pig	1	Transforms targets into pigs or restores them to their previous states.
Flare	50	Creates a huge explosion for massive damage.
Sleep	12	Puts targets to sleep.
Stop	15	Stops time for targets and temporarily prevents them from taking action.
Drain	18	Absorbs HP from targets and bestows it upon the caster.
Osmose	0	Absorbs MP from targets and bestows it upon the caster.

Summon Magic

The required MP for summoning sometimes differs between FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. In the following list, the left column (AY) shows the MP requirement in THE AFTER YEARS and the right column (FFIV) shows the MP requirement in FINAL FANTASY IV.

Name	Required MP (AY)	Required MP (FFIV)	Effect
Chocobo	7	7	Summons Chocobo. It will damage one enemy with its Chocobo Kick.
Dragon	35	20	Summons Mist Dragon. Its Radiant Breath attack damages all enemies.
Shiva	30	30	Summons Shiva, queen of ice. Her Diamond Dust damages all enemies.
Ramuh	30	30	Summons Ramuh, lightning master. He electrifies all enemies with his Judgement Bolt.
Ifrit	30	30	Summons Ifrit, demon of flame. All enemies are scorched by his Hellfire.
Titan	40	40	Summons Titan, giant of the earth. He triggers a great Earthquake to damage all enemies.
Asura	40	50	Summons Queen Asura of the Feymarch. Her royal presence will cast Protect, Curaga or Raise on your whole party.
Leviathan	50	50	Summons Leviathan, King of the Eidolons and lord of the oceans. His Tsunami will drown all enemies in a great wave of damage.
Sylph	25	25	Summons the Sylphs, gentle wind spirits. Their deceptive Whispering Wind will absorb HP from one enemy and redistribute it to your allies.
Odin	45	45	Summons Odin, master of the famed Zantetsuken. He can defeat swaths of enemies with a single blow.
Bahamut	60	60	Summons Bahamut, Hallowed Father of the Eidolons. His Megaflare attack blasts all enemies for massive damage.

Ninjutsu

The required MP for these ninja arts sometimes differs between FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. In the following list, the left column (AY) shows the MP requirement in THE AFTER YEARS and the right column (FFIV) shows the MP requirement in FINAL FANTASY IV.

Name	Required MP (AY)	Required MP (FFIV)	Effect
Mirage	6	6	Creates a copy of yourself who will protect you from physical attacks.
Blitz	20	25	Calls forth a bolt of lightning to damage all enemies.
Flame	7	15	Creates a cage of fire to damage all enemies.
Flood	7	20	Releases a tsunami to damage all enemies.
Shadowbind	5	5	Attacks an enemy's shadow to temporarily put a stop to the enemy's moves.
Smoke	10	10	Creates a veil of smoke to help you flee from battle.

Band Moves

Band Moves can only be used in FINAL FANTASY IV: THE AFTER YEARS.

Name	Required MP	Members	Effect
Holy Blade	15	Cecil/ Rosa	Slices a single enemy with a sword wreathed in holy power.
Machine Break	7	Cecil/Cid	Causes massive damage to machine-type enemies.
X Chaser	12	Rosa/Cid	A powerful, calculated strike against a single enemy.
Divine Heal	28	Ceodore/ Rosa	Restores party members' HP with the blessings of the moon.
Rocket Launcher	12	Ceodore/ Cid	Enchants weapons with fire to attack the enemy.

NOTES

WARRANTY

INTELLECTUAL PROPERTY RIGHTS STATEMENT AND LIMITED WARRANTY

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0905 - 482 - 0109.

Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

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Österreich	0820 44 45 40 0,116 Euro/Minute
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten
Česká republika	222 864 111 Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111 283 871 637 Po – Pa 10:00 – 18:00 Help Line. Tarifováno dle platneých telefonních sazeb
Danmark	70 12 70 13 support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21
Suomi	0600 411 911 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi
Deutschland	01805 766 977 0,12 Euro/minute
Ελλάδα	00 32 106 782 000 Εθνική Χρααση
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Norge	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
España	902 102 102 Tarifa nacional
Россия	+7 (095) 238 3632
Sverige	08 587 822 25 support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15
Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
UK	0844 736 0595 Calls may be recorded for training purposes

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